BuildLogs

Original Intent

- Created while I was in charge of doing the NT builds of D0RunII
- Remotely see status of a build in progress
  - #Errors on a per-package and phase (lib, test) basis
  - Quickly see a build summary, and details of the errors
  - See how things had evolved from one build to the next
  - Remotely accessible
- Design was simple
  - Backend to gather the data over the web
    - D0dist and build areas are publicly visible on www-d0.
  - Front end serves web pages.

Worked…

- It was up and running for almost a year
- Worked well for what it was indented to do
  - Spread to be more than a personal tool
- Problems
  - Slow – both generating the web page and for the browser interpreting it.
  - Security problems on the backend having to do with the design
  - Written in jscript, so wasn't very extensible.

Current Status

- Redesign of the basic engine complete
- Backend up and running
  - Going through testing right now
  - Security problems avoided
  - Backed also gathers data faster (hope this is ok on www-d0!).
- Front end design work has started
  - Will send email around when similar functionality to old version is present in the new version.
- Most likely a first version up and running by mid January.

For Remote Users

- How do you decide to download a "t" release?

- Certain executables present?

- The executables pass certain tests?

- Certain sets of libraries are present?

- Once a basic set of these questions are answered…

- Can see how they can be asked of the database
  - Or what information needs to be added

- Will send around a set of questions to the TRACE mailing list when I'm ready.